Eeshan Panse

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Education

Master of Science in Computer Science **Aug 2022 – Current**
Arizona State University *Tempe, Arizona, USA*

Bachelor of Engineering in Computer Engineering *(GPA: 8.49)* **Aug. 2016 – May 2020**
Savitribai Phule Pune University *Pune, Maharashtra, India*

Relevant Coursework

- Data Structures & Algorithm Analysis
- Database Management
- Database Mining and Warehousing
- Machine Learning
- Artificial Intelligence & Robotics
- Computer Security

Experience

Eternus Solutions Pvt Ltd **Aug 2020 – July 2022**
Senior System Engineer (Salesforce Developer) *Pune, Maharashtra, India*

- Worked on implementing JIRA-like functionalities of Project Tracking in Salesforce. Implemented creation of sprints for projects and tracking of tasks in a Kanban view.
- Worked on implementing user onboarding and broker management via Salesforce Flows and LWC. Worked on Sales App where the ultimate parent account (topmost parent account) is to be found every time an account is created/updated.
- Implemented a process for creating Quotes for Opportunities via Salesforce Flows and Apex. Implemented a step by step wizard for creating Support Requests (cases) for various kinds of reviews required for Opportunity Products and Quote Line Items.

Centre for Development of Advanced Computing **May 2019 – August 2019**
Machine Learning Developer Intern *Pune, Maharashtra, India*

- Developed a NLP model to predict the next word in a given sentence
- Utilized Kivy as a development environment in order to visualize the application in Android.

Projects

Crime Forecasting Model (BE Final Year Project) | *Python, Selenium, Flask* **April 2020**

- Developed a website using Flask to predict the crime-rate of a given area of Pune (Maharashtra, India).
- This was done by training a spatio-temporal machine learning model on 2 years of crime data, including the location, time and type of crime.
- This data was scraped from the Times Of India newspaper website using Selenium.
- We also built a NLP model that could extract the location, time and type of the crime committed, which was trained using self-annotized dataset of news reports.

Animal Recognition App | *Python, Flask, Jupyter Notebook* **June 2020**

- Created a Flask web app using Python and Flask to recognize the animal in a given image. Trained and tested the model using Jupyter Notebook. The training and testing accuracy were 96% and 97% respectively.
- This was done by transfer learning on the Inception V3 model, which was then trained on a dataset that contained positive and negative samples of 10 animals: butterflies, cats, chickens, cows, dogs, elephants, horses, sheep, squirrels and spiders.

Adaptive Chess Engine | *HTML, CSS, Javascript* **December 2018**

- Developed an adaptive chess engine using an AI algorithms called Minimax Algorithm, optimized with Alpha-Beta Pruning. The back-end logic ensured an increase in accuracy of the engine every time it was losing.
- The chess engine front-end was developed using HTML, CSS and the back-end logic was implemented using Javascript.

Technical Skills

Languages: Python, Java, Apex, C++, HTML/CSS, JavaScript, LWC, Aura, SQL, SOQL
Developer Tools: VS Code, Eclipse, Android Studio
Technologies/Frameworks: Linux, GitHub, Salesforce

Leadership / Extracurricular

Credenz **Spring 2017 – Fall 2017**
Front-end developer *Savitribai Phule Pune University*

- Developed website for online coding contest by Credenz
- Helped organize Addiction Dance event.